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INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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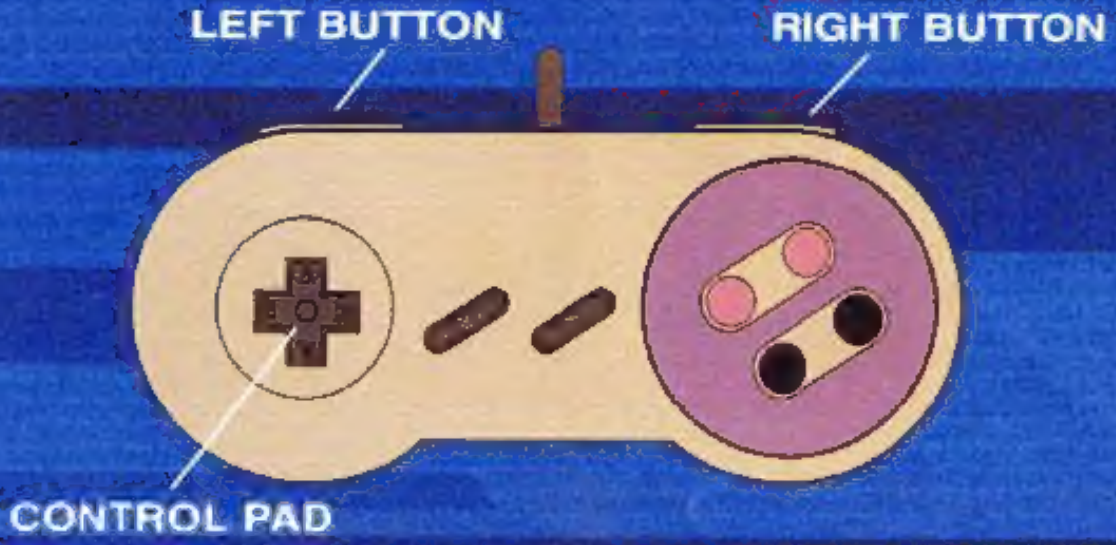
INTRODUCTION

Air Cavalry is a one or two-player, Mode 7 game in which you can command several high-tech helicopter gunships including the AH-96 Valkyrie. Flying above the deserts of a small Middle Eastern country or the jungles of a banana republic, you will accomplish a series of missions from recon to full assault for U.N. forces.

CONTROLS



Control Pad: **Left, Right** turns helicopter in that direction.
Forward, Backward moves helicopter in that direction.

Start Button: Pause.

Select Button: Toggles sound on/off.

Button A: Fires selected weapon.

Button B: Switches weapon.

Button X: Raises Helicopter.

Button Y: Lowers Helicopter.

Top Left: Helicopter turns sharper when turning. Stops when moving forward and back.

Top Right: Shifts target selector to new target.

The object of Air Cavalry is to successfully complete all the military missions in the three theaters of operation to which the U.N. is sending you.

The three theaters are the Middle East, Central America, and Indonesia.

There are three basic types of missions:

1. The player must destroy a number of enemy units in a given area.

2. The player must destroy a specific target. Some of these special targets can only be destroyed by a special weapon dropped by an Air Force bomber. It is guided in by the laser designator carried by the player's chopper. This designator is treated like any other weapon, i.e. play select target and then lock on it.

3. The player must pick up or drop off a team or teams of commandos. Landing Zones are marked with gold rings.

THE GAME

The player has five lives. Each time a life is lost the mission is restarted. When the fifth helicopter is lost the game is over.

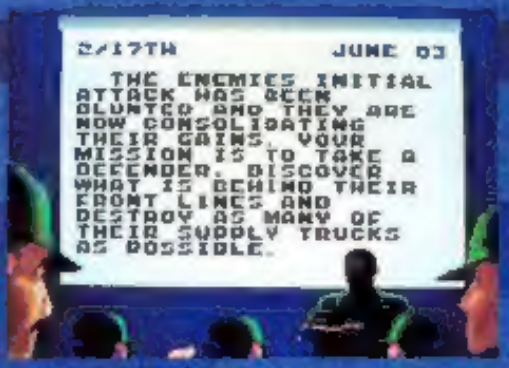
In the two player cooperative play, players undertake these missions together, sharing 10 lives.

In the two player U5, the players are pitted against each other. The first player to shoot down his opponent's helicopter 5 times wins.

TITLE SCREEN

After turning on your Super Nintendo Entertainment System, the CyberSoft and Synergistic logo screens will appear, followed by the Air Cavalry title screen. Pressing any button will bring up 1 player, 2 player competitive, and 2 player U5. Use the control pad to move the highlighter to your choice. When you have made your selection, press Start.

MISSION SCREEN



After you have selected the number of players, select the campaign in 1 player and 2 player cooperative, or the helicopter in the 2 player U5 mode, and press start. Then you will be given your mission briefing. Here you will learn your primary objectives and what you must do to complete your mission successfully. Press the **A button** to go to the map.

The mission map will show the following:

Your start position, indicated by a helicopter;
Landing Zones, indicated by LZ;

◇ Radar Emitting Opponents.

□ Line of Sight Opponents.

⌜ ⌝ Opponents are mission targets.
⌞ ⌟

The first time you destroy an allied force you are given a reprimand. The second time you loose the game.

ONE PLAYER VIEW

The battlefield is a scrolling Mode 7 map. The point of view is from just above and behind the player's helicopter.

In a single player game, the bottom half of the display shows the helicopter's cockpit with flight and weapons displays. Each gunship's cockpit will be organized differently, but all will have the following features:

A. Heading: Indicates helicopter's direction in degrees from North. 0 is due North; 90 due East; 180 due South; 270 due West.

B. Altitude: Height above sea level. Next, with altitude there is another vertical slider that indicates airspeed.

C. Ammunition: Remaining ammunition units of selected weapon.

ONE PLAYER VIEW

D. Target Sight: Sights that lock upon nearest target. This varies by weapon.

E. Helicopter: Your Helicopter.

F. Weapons List: List of weapons available to your helicopter. The arrow points to the selected weapon, and show the remaining ammunition.

G. Radar: Short range radar that shows enemy, ally and target positions relative to your gunship.

◇ Emit active radar and can shoot you over the horizon.

□ Can shoot you only on sight.

H. Visual Display: A large green CRT screen shows a graphic of what the targeting computer is currently trying to lock on to. It also displays mission objectives and your score.

Allied forces appear with red crosses in front of them. Do not destroy U.N. targets.

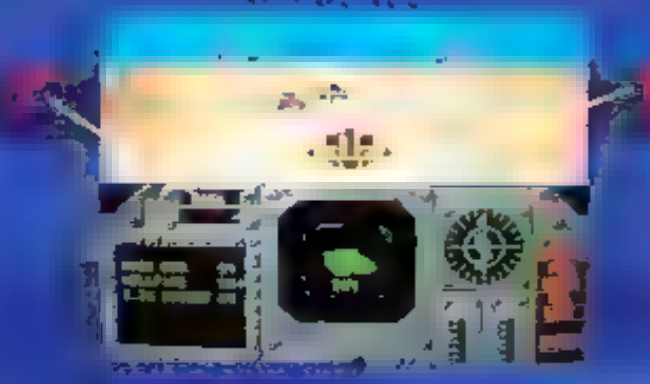
I, J, K, L, M, N, O are damage indicators. There are [illegible] Unlit, Lit and Flashing. Unlit indicates the system is fine. When lit, the system is damaged and performing poorly. Flashing red indicates the system is almost non-functional.

[illegible] LIT - chopper's max. speed now 2/3rds of original. FLASHING - chopper's max. speed now 1/3rd of original.

[illegible] LIT - chopper fuel leaking. FLASHING - chopper has less than 5% of maximum fuel.

[illegible] Along with keeping the chopper intact, game play length is limited by the fuel carried by the chopper.

[illegible] LIT - chopper loses 1/3rd of remaining climb. FLASHING - chopper loses 2/3rds remaining climb.



LIT - Turns more sluggishly, chopper turns to right. No Flashing mode.

LIT - can only hold No Flashing mode.

No Flashing mode.

a stores hit is slightly different. When the chopper takes a hit here it loses an ammunition pylon. Each additional hit will destroy more ammunition.

Lit when opponent has you on radar lock.

Flashes when the player is in an optimum launch position. Lit when opponent has fired an incoming missile.

TWO PLAYER VIEW

In the two-player version, there are two views. Player One's view is directly above Player Two's. Whenever a helicopter is within view of the other player's vehicle, it appears on his screens. All actions by one player are fully reproduced on the other's screen.

The cockpit view is not accessible in the two player game. All necessary flight and weapon control information is available through the superimposed Heads Up display.

[illegible] from left to right consists of:

- [illegible] type and ammunition
- The lock / launch indicator
- A rotating view of fuel, score or # of lives
- Damage indicates to engine, sight, and fuel
- Your altitude

The selected weapon type is indicated by the type of sight shown, and a 3 letter code. (See Weapons that follow)

You will begin your first mission with an OH-6 Defender. As you progress in Air Cavalry, you become qualified to fly faster and more modern helicopter gunships including the AH-94A Valkyrie Stealth.

HELICOPTER	CREW	TOP SPEED	RANGE
OH-6D Defender	2	143	300

ARMAMENT:
2x 7.62mm MGs
14 2.75" rockets
4 soldiers capacity

HELICOPTER	CREW	TOP SPEED	RANGE
UH-60A Black Hawk	3	184	373

ARMAMENT:
2x 7.62mm MGs
14 2.75" rockets
14 soldiers capacity

HELICOPTER

AH-64A Apache

CREW	TOP SPEED	RANGE
2	186	428

ARMAMENT

30mm chain gun
8 Hellfire missiles
38 2.75" rockets

AH-94A

Valkyrie Stealth

CREW	TOP SPEED	RANGE
2	235	150

ARMAMENT

30mm chain gun
2 Sidearm ARM
2 Sidewinder
16 Hellfire missiles
38 2.75" rockets

WEAPONS

All of the different weapons you will use have differ[illegible] [illegible] purposes and most have different targeting sights.

TARGET SIGHT | WEAPON

7.62mm Machine Guns

DESCRIPTION

Swivel mounted, primarily ground attack.
Heads Up display code: GUN

TARGET SIGHT | WEAPON

[illegible]

DESCRIPTION

Rotating; primarily ground attack.
Heads Up display code: GUN

TARGET SIGHT | WEAPON

2.75" Rockets

DESCRIPTION

Unguided, dead-ahead firing, will impact where the aim-point was at time of firing; ground attack only.
Heads Up display code: RKT

TARGET SIGHT

WEAPON

Hellfire Missiles or Air Strike

DESCRIPTION

Laser designated, requires crosshair to be on target until impact, ground attack only. Heads Up display code: AGM.

On certain missions, the DH6D Defender will use this sight for an air strike. The player must keep the [illegible] target until the Strike Eagle plane [illegible] target.

[illegible]

Sidearm ARM

DESCRIPTION

Anti-Radar Missions missile attacks targets beyond visual range. When selected, the Targeting Display will show all radiation sources within range. The target sight will be a red [illegible] until a target is found. The player can select a target with the Top Right button. Once fired, the missile will seek the selected target without player assistance. This missile is used for Air Defense Suppression. Heads Up display code: ARM.

WEAPONS

TARGET SIGHT WEAPON

AIM-9P Sidewinder Passive

DESCRIPTION

IR seeker must "acquire" target before it may be fired. The Target Sight in the HUD represents the dead-ahead point for aiming purposes. Once the missile has acquired its target the will appear and the missile will accept a launch
To-Air only. Heads Up display

MISSIONS

- In 1 player or 2 player cooperative: A mission is victorious when its objectives have been successfully achieved.

  A theater is victorious when all its missions have been successfully completed.

  To complete the U.N. sanctions, victory must be attained in all theaters.

- In 2 player VS mode: Victory is complete when 5 enemy helicopters have been destroyed.

OPTIONS: Select — Turn music on / off.

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